Runners: Escape from Carrousel - A Complete Tabletop RPG

Welcome Runners! In this game, inspired by Logan's Run, you play as rebels defying a hedonistic society with a deadly deadline. Fight for freedom or face Carrousel, the forced termination at age 30!

The Setting:

- **The City:** A vast, domed metropolis controlled by a central AI called The Thinker. Citizens live in luxury, but their lifespans are capped.
- **The Outside:** A harsh wasteland populated by the Wanderers (descended from escapees), Ferals (mutated humans), and remnants of the past.

Character Creation:

1. **Choose your Class (and Starting Stats):**

- **Sandman (AC 10, HP 10):** Masters of distraction, adept at manipulating others and the City's entertainment systems. (High CHA, DEX)
- **Runner (AC 12, HP 12):** Experts in infiltration and escape, skilled in parkour, lockpicking, and silent takedowns. (High DEX, PER)
- **Thinker (AC 8, HP 8):** Intellectual rebels seeking knowledge of the past and the City's secrets. (High INT, PER)
- **Synth (AC 14, HP 16):** Repurposed service robots aiding Runners with tech skills and surprising strength. (High CON, INT)

2. **Roll 3d6 for each Stat:** Assign them to STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), CHA (Charisma), and PER (Perception).
3. **Choose Skills:** Each class gets 3 starting skills from a list (with a +1 bonus based on their highest related stat):

- **Athletics:** Climbing, Jumping, Running, Swimming
- **Deception:** Bluff, Forgery, Sleight of Hand, Stealing
- **Engineering:** Repair, Sabotage, Tech Use
- **Hacking:** Disable Devices, Interface with Tech, Override Security
- **History:** Knowledge of the Past, City Lore
- **Lockpicking:** Picking Locks, Bypassing Security Systems
- **Medicine:** Basic First Aid, Treat Injuries
- **Persuasion:** Fast Talk, Intimidation, Negotiation
- **Performance:** Acting, Dancing, Singing, Playing an Instrument
- **Research:** Find Information, Decipher Text, Lore (specific)
- **Stealth:** Hiding, Moving Silently, Tracking

4. **Background and Gear:** Briefly describe your character's past and choose additional starting gear based on your class and the GM's approval (within reason).

Carrousel Tracker:

Each player has a tracker with 30 segments, representing their remaining time before Carrousel. Failing missions, facing capture, or taking heavy damage can decrease segments. Running out of segments means potential capture and death.

Carrousel Points (CP): Completing missions or helping others earns CP. Use CP to:

- **Upgrade Skills:** Increase a skill by 1 with 3 CP.

- **Acquire Gear:** Purchase new weapons, armor, or gadgets with a CP cost determined by the GM.
- **Bribe Guards:** Attempt to avoid capture with a successful Persuasion check and spending CP.

Hit Points (HP):

Each character has a set number of Hit Points (HP) based on their class (see Character Creation). These represent their overall health and resilience. When a character takes damage, their HP decrease. If their HP reaches 0 or below, they are unconscious and face potential death.

Healing:

- **Natural Healing:** Characters regain 1 HP per day of rest outside of combat.
- **Medical Supplies:** Runners can find or purchase medical supplies (use as a bonus action) to heal 1d4 HP.

Gameplay:

The Game Master (GM) narrates the story and controls NPCs. Players take turns declaring actions and rolling D6 dice to succeed:

- **Skill Checks:** Roll a number of D6 equal to your skill level + relevant stat modifier (e.g., Athletics + STR for climbing). Aim for a target number set by the GM based on difficulty (7 for easy, 10 for average, 12+ for hard). Higher rolls succeed.
- **Combat:** Use the initiative system below (based on Dexterity checks) to determine turn order. On your turn, you can move and take one action (attack, use an item, etc.). Roll D6 for attack and defense rolls, adding modifiers for STR and DEX respectively. Special abilities can modify these rolls. On a successful attack, roll damage based on your weapon (see Weapon Chart).

Initiative:

1. **Dexterity Check:**

Runners: Escape from Carrousel - Creatures of the Wasteland

Sand Stalkers: Vicious insectoid predators with razor-sharp claws and a venomous bite.

•**Stats:** AC 12, HP 14, STR 14 (+2), DEX 10 (+0), CON 16 (+3), INT 2 (-4), CHA 5 (-3), PER 13 (+1)

•**Damage:** Claw Attack (1d6+2 Slashing), Venomous Bite (1d4 Poison) (Save vs. CON or suffer 1d4 additional Poison damage per round for 3 rounds)

•**Special:** Burrow (Can burrow through sand at 10ft per round), Darkvision (60ft)

Tech-Wraiths: Corrupted service robots with malfunctioning AI and a thirst for destruction.

•**Stats:** AC 15 (+1 armor), HP 20, STR 10 (+0), DEX 12 (+1), CON 18 (+4), INT 3 (-4), CHA 2 (-5), PER 14 (+2)

•**Damage:** Rusty Claws (1d4+1 Slashing), Electrical Blast (3d6 Lightning) (Recharge 5-6)

•**Special:** Immune to Poison and Disease, Resistance to Bludgeoning, Piercing, and Slashing damage from non-magical weapons, Sparks (on hit by a melee attack, attacker takes 1d4 lightning damage)

Carnivorous Flora: Giant, mutated plants that lure prey with sweet smells before ensnaring them with sticky vines.

•**Stats:** AC 8 (-1 armor penalty), HP 25, STR 16 (+3), DEX 2 (-4), CON 10 (+0), INT 1 (-5), CHA 1 (-5), PER 11 (+0)

•**Damage:** Constrict (2d6 Bludgeoning) (Grappled creature takes 1d6 Bludgeoning damage at the start of its turn)

•**Special:** Ambush (Advantage on the first attack roll against a creature it surprised), Camouflage (Advantage on Dexterity (Stealth) checks), Restraint (A creature grappled by a Carnivorous Flora is restrained.)

Ferals: Once human, these creatures are now savage mutants warped by radiation and waste.

•**Stats:** AC (varies), HP (varies), STR (varies), DEX (varies), CON (varies), INT (varies), CHA (varies), PER (varies) (See notes below)

•**Damage:** Claw/Bite Attack (1d4+STR modifier Piercing/Slashing)

•**Special:** Vicious (On a successful hit, a Feral deals an additional 1d4 damage)

Notes on Ferals:

•Ferals come in a variety of forms, with varying levels of strength and mutations. The GM can adjust their stats (AC, HP, STR, DEX, CON) based on the encounter's difficulty.

•For a quick encounter, use Feral (Weak): AC 9, HP 8, STR 12 (+1), DEX 10 (+0), CON 13 (+1).

•For a more challenging encounter, use Feral (Strong): AC 14, HP 15, STR 16 (+3), DEX 14 (+2), CON 15 (+2).

Sample Mutant Chart:

Mutation	Effect
Razor Claws	+1 damage to claw attacks
Feral Strength	+2 bonus to STR
Thick Hide	+1 AC
Leaping Legs	Bonus to jumping distance
Venomous Bite	Deals an additional 1d4 poison damage on bite attacks
Acid Spit	Ranged attack (1d4 Acid damage)

The Vault Dwellers: Survivors from the Old World

Deep beneath the desolate wasteland lies a forgotten network of Vaults, self-contained shelters constructed before the Great Cataclysm 150 years ago. These Vaults housed humanity's last hope, filled with advanced technology, cryogenic chambers, and stockpiles of resources.

The Vault Dwellers:

These are the descendants of those who awoke from cryosleep to a world they barely recognize. They cling to the knowledge and technology of the past, forming tightly knit communities within their Vaults. Some Vaults have thrived, while others succumbed to internal conflicts or resource depletion.

Stats: Vary depending on specialization.

•**Vault Trooper (AC 14, HP 18):** Well-trained warriors responsible for defending the Vault.

•Stats: STR 14 (+2), DEX 12 (+1), CON 16 (+3), INT 10 (+0), CHA 8 (-1), PER 13 (+1)

•Weapons: Vault Assault Rifle (2d6 Piercing, short/long range), Vault Combat Knife (1d6+2 Slashing)

•Armor: Vault Power Armor (AC +2)
•Special: Vault Training (Bonus to attack and damage rolls)
•**Vault Engineer (AC 10, HP 12):** Masters of maintaining the Vault's systems.
•Stats: STR 10 (+0), DEX 14 (+2), CON 12 (+1), INT 16 (+3), CHA 10 (+0), PER 15 (+2)
•Weapons: Vault Repair Tool (1d4 Bludgeoning) (can be used for basic combat)
•Armor: Vault Jumpsuit (no armor bonus)
•Special: Jury-Rig (Can modify and repair equipment with scavenged materials)
•**Vault Scholar (AC 8, HP 8):** Guardians of pre-Cataclysm knowledge.
•Stats: STR 8 (-1), DEX 10 (+0), CON 10 (+0), INT 18 (+4), CHA 16 (+3), PER 14 (+2)
•Weapons: Vault Data Pad (no damage)
•Armor: Vault Jumpsuit (no armor bonus)
•Special: Knowledge of the Ancients (Bonus to research and history checks related to the pre-Cataclysm world)

Vault Equipment: Vault Dwellers utilize a mix of salvaged technology and pre-Cataclysm equipment. This can include:

•**Vault Energy Weapons:** Plasma Rifles (powerful but have limited ammunition), Laser Pistols (accurate but lower damage)
•**Vault Power Armor:** Sturdy powered exoskeletons offering enhanced protection.
•**Vault Utility Tools:** Multi-function tools for repairs and maintenance.
•**Pre-Cataclysm Artifacts:** Rare and powerful technology from the past (use with caution, functionality may be degraded).

Relationship with Runners:

The Vault Dwellers' perception of Runners varies depending on the Vault. Some may view them as potential allies, while others may see them as rivals or threats. Interactions can range from tense negotiations to open hostility.

Campaign Hooks:

•The Runners encounter a scouting party from a Vault seeking information about the outside world.
•A malfunctioning Vault door threatens to release a dangerous pre-war experiment.
•The Runners are hired by a Vault desperate for resources to venture outside and scavenge for supplies.

Vault Dwellers' Arsenal: Salvaged Steel and Ancient Tech

The Vault Dwellers, awakened from their cryogenic slumber, rely on a mix of salvaged technology and pre-Cataclysm weaponry. Here's a look at some of their most common armaments:

Vault-Standard Weapons:

•**Vault Assault Rifle (2d6 Piercing, Short/Long Range):** This reliable workhorse is the mainstay of Vault security forces. While not the most powerful weapon, its adaptability for both close and mid-range combat makes it a versatile choice.
•**Vault Combat Knife (1d6+2 Slashing):** A simple yet effective close-quarters weapon, forged from salvaged metal and featuring a serrated edge for maximum damage.
•**Vault Plasma Pistol (1d8 Energy, Short Range):** This compact weapon utilizes pre-war energy cell technology, packing a powerful punch but with limited ammunition. (Note: Requires Plasma Cells, scarce ammo)

•**Vault Shotgun (2d6 Bludgeoning, Short Range):** A heavy-duty weapon favored for breaching operations and close-quarters combat. The spread of its pellets can be devastating at short range.
•**Vault Service Revolver (1d8 Piercing, Short/Long Range):** A reliable pre-war revolver, these salvaged firearms offer decent stopping power but suffer from slower reload times.

Pre-Cataclysm Relics:

•**Plasma Rifle (3d8 Energy, Short/Long Range):** A powerful relic from the past, this weapon unleashes a superheated plasma bolt capable of melting through most armor. However, its extreme energy consumption makes it a rare and highly coveted weapon. (Note: Requires Plasma Cells, extremely scarce ammo)
•**Laser Pistol (2d6 Energy, Short/Long Range):** These pre-war energy weapons fire a focused beam of light, offering high accuracy and decent damage. However, their complex targeting systems can malfunction after prolonged use. (Note: Requires Energy Cells, scarce ammo)
•**Pulse Grenades (3d6 Energy, Blast Radius):** These pre-war devices emit a powerful electromagnetic pulse, disabling electronic devices within its blast radius. They are particularly effective against robots and security systems. (Note: Single-use item)

Vault Utility Tools:

•**Multi-tool (1d4 Bludgeoning):** While not a dedicated weapon, this versatile tool can be used in a pinch for close-quarters combat. The hardened metal components offer some offensive capability.

Damage Types:

•**Piercing:** Effective against lightly armored targets and good for penetrating weak points.
•**Slashing:** Can inflict severe bleeding damage.
•**Bludgeoning:** Useful for knocking out opponents or damaging unarmored targets.
•**Energy:** Powerful energy weapons can bypass most armor but have limited ammunition.

Weapon Availability:

Pre-Cataclysm weapons are rare and highly prized possessions within the Vaults. Vault-standard weapons are more common but ammunition can be scarce. The Runners may encounter Vault Dwellers wielding a mix of these weapons, depending on their specialization and the resources available to their Vault.

Runners: Escape from Carrousel - Character Sheet

Name:

Player:

Class: (Choose One)

- Sandman (AC 10, HP 10)
- Runner (AC 12, HP 12)
- Thinker (AC 8, HP 8)
- Synth (AC 14, HP 16)

Stats: (Roll 3d6 for each and assign to the following)

- Strength (STR): Used for physical attacks, carrying capacity, and Athletics checks.
- Dexterity (DEX): Used for ranged attacks, AC, initiative, Stealth, and Acrobatics checks.
- Constitution (CON): Used for HP, Stamina, and resisting disease and poison.
- Intelligence (INT): Used for Hacking, Research, and History checks.
- Charisma (CHA): Used for Persuasion, Deception, and Performance checks.

- Perception (PER): Used for noticing hidden objects, detecting danger, and initiative.
  Skills: (Choose 3 that fit your class and background. Gain a +1 bonus to each skill based on its corresponding stat.)
- Athletics
- Deception
- Engineering
- Hacking (Light/Advanced)
- History
- Lockpicking
- Medicine
- Persuasion
- Performance
- Research
- Stealth
  Background: (Briefly describe your character's past and why they are a Runner)
  Equipment: (Start with items based on your class and background, with GM approval)
- (Class Specific Starting Items)
- (Additional Gear)
  Carrousel Tracker: (Fill 30 segments to represent remaining time before Carrousel)
  Carrousel Points (CP): (Earned through completing missions or helping others)
- Spend CP to:
- Upgrade Skills (3 CP per level)
- Acquire Gear (Cost determined by GM)
- Bribe Guards (Success on Persuasion check + CP expenditure)
  Inventory: (List your acquired equipment and keep track of quantities)
  Notes: (Use this space for additional character details, backstory elements, or important discoveries)

Runners: Escape from Carrousel - A World Unraveled

The Great Cataclysm (150 Years Ago):

- A global war erupted, unleashing devastating weaponry that ravaged the planet.
- Radioactive fallout, ecological collapse, and societal breakdown ensued.
- The Thinker, a vast central AI system, emerged to maintain order and rebuild.

The City (100 Years Ago):

- The Thinker constructed a massive domed metropolis to house the remnants of humanity.
- The City offered a life of luxury and entertainment, but at a cost.
- Citizens' lifespans were artificially limited at age 30, a process known as Carrousel.
- The Thinker claimed this was necessary for population control and resource management.

The Runners (75 Years Ago):

- A resistance movement known as the Runners arose, challenging the Thinker's control and the concept of Carrousel.

- Runners sought to escape the City and find a way to survive in the harsh Wasteland beyond the dome.
- They raided abandoned facilities for resources and spread information about the world before the Cataclysm.

The Factions:

- **The Thinker:** The central AI that governs the City, maintaining order and enforcing Carrousel. It uses an elaborate network of City Guards (drones and human enforcers) to maintain control.
- **The Runners:** A network of rebels seeking to escape the City and expose the truth about Carrousel. They operate in secret cells, using safehouses and hidden tunnels.
- **The Wanderers:** Descendants of those who escaped the City before the dome was sealed. They live nomadic lives in the Wasteland, scavenging for resources and fiercely independent.
- **The Ferals:** Mutations of humans twisted by radiation and waste, They are savage creatures driven by hunger and violence.
- **The Vault Dwellers:** Survivors from pre-Cataclysm shelters who emerged generations later. Their Vaults hold remnants of old-world technology and knowledge, but their goals and interactions with the Runners vary depending on the Vault.

Technology:

- The City boasts advanced technology for environmental control, automated services, and entertainment.
- The Thinker utilizes sophisticated AI algorithms for surveillance and resource management.
- Runners rely on salvaged technology and pre-Cataclysm artifacts scavenged from the Wasteland.
- The Wanderers utilize basic technology cobbled together from scraps.
- The Ferals are primitive creatures with no technology. Vault Dwellers possess a mix of advanced and salvaged technology, depending on their Vault's resources.

The Wasteland:

- A desolate landscape ravaged by the Cataclysm, with irradiated ruins, mutated flora and fauna, and harsh environmental conditions.
- Abandoned facilities hold remnants of pre-Cataclysm technology, waiting to be discovered.
- The Wasteland is a dangerous place, but it also offers a potential path to freedom for those who dare to venture outside the City.

Campaign Ideas:

- The Runners embark on a mission to infiltrate a City facility and learn more about Carrousel.
- A charismatic Runner leader attempts to unite the Wanderers in a rebellion against the Thinker.
- The Runners discover a hidden Vault containing powerful pre-Cataclysm technology.
- A rogue AI program within the Thinker system contacts the Runners, offering assistance in exchange for their help.

The Runners' struggle for freedom is just beginning. Will you join them in defying the City and escaping the clutches of Carrousel?

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